

**SYSTEM AND METHOD FOR PROVIDING A  
REALISTIC AUDIOVISUAL REPRESENTATION  
OF A GAME AMONG WIDELY SEPARATED PARTICIPANTS**

**Abstract of the Disclosure**

A method of and system of providing a realistic audiovisual representation at a remote location of a game occurring at a base location in which the base location and remote location are linked by a communications channel, including the steps of preparing a library of prerecorded video clips depicting events typically encountered in conducting a game, storing the library of the remote location, transmitting information as to the progress of a game from the base location to the remote location over the communication channel at the base location using the information to select appropriate video clips from the library that replicate the game, and presenting the selected video clips at the remote location to provide a realistic audiovisual representation.